



CTHULHU MYTHOS

CALL TWO

Expansion pack

This document contains the rules for the Cthulhu Mythos - Call 2 expansion pack and the rules for the Shadows over Normandie Kickstarter exclusive punchboard from the Heroes of Normandie, strategic resupply.



COMPANIONS

Companions are small creatures that are bound to a character for some reason. They provide advantages that other units may also benefit from.

During deployment, put companions on the counter of the characters they are bound to.

If it is not bound to a unit, a companion can move during the Supply Phase, using the movement value on its 'mobile' side.

As soon as you bind the companion to an allied unit, turn it over onto its 'bound' side. It then provides the unit with advantages and stays with the unit during the Activation Phase if it takes a *movement action*.

A companion cannot be the target of a *firing action* but is automatically eliminated if unbound when engaged in an assault or if the unit to which it is bound is *Destroyed* during an assault. In addition, if the character it is bound to is eliminated, the companion is removed from the game.

SPECIAL ABILITIES

COMMAND SPECIAL ABILITIES



Charm

The unit with this special ability can, at the end of the Order Phase, remove an Order token from a unit within 4 squares.



It must have a clear *LoS* to the target.

The downside is that the unit using the ability gets a *Suppressed marker*.

MYTHOS SPECIAL ABILITIES



Mystic Relay

A spellcaster within the number of squares printed on the symbol can use a unit or companion that has this special ability as starting point when measuring the range and *line of sight* of a spell he wants to cast.

The unit (or companion) with this special ability and the spellcaster need to be in the same army.

The unit used as relay receives a *Suppressed marker* in addition to those given to the character for spell difficulty.



RECRUITMENT OPTIONS



Black Lotus

This option gives you **3** Black Lotus markers. During an assault, each marker can be discarded to receive a **+1** bonus and the Ultimate Sacrifice special ability during an assault.

Stuff

See the rules for each marker to know its limitations.



This option gives you **3** or **5** markers of your choice (as many as printed on the option marker). You must select them at the beginning of the game from all the markers that have the same colour stripes as the Stuff recruitment option. You may not take more than **2** identical markers.



CHARACTER TRAITS



Black Sun Initiate

This character trait grants Mythos Manifestation 0 to the units of the recruitment tile that do not have this Special Ability.

SPELLS

Deflect Arm

Penalty: **1** Suppressed marker



The spellcaster targets an enemy infantry unit.



The spellcaster needs a clear or obscured *line of sight* to its target.



The target unit immediately receives **2** Suppressed markers.

SPECIAL CHARACTER OPTIONS

OLIVIER - Monkey (companion)



Olivier never goes out without his monkey. It is both an aesthetic choice and a practical one...

On its mobile side, the monkey has the Urban Fighter, Mystic Relay, and the All-Terrain (Special Movement) special abilities.

It gives the Search (**3**) and Mystic Relay special abilities to the unit it is bound to.

JENARTH' - Whip



Jenarth's *recruitment tile* gives you **3** Whip markers. Discard a Whip marker to receive the Fire on the Move, Limited Range (**1**), and Suppressive Fire special abilities.

DARK FIRE - Arcane Fire



Dark Fire's *recruitment tile* gives you **2** Arcane Fire markers. Discard a marker to use the *template* of the Blessing of the Black Sun spell instead of the flamethrower *template*.

WARNING: When using a marker, Dark Fire can't benefit from the Fire on the Move special ability.



